

Title (en)  
Device for texture processing and mapping

Title (de)  
Gerät zur Textur-Verarbeitung und -Überlagerung

Title (fr)  
Dispositif pour le traitement et le mappage des textures

Publication  
**EP 1308900 A2 20030507 (EN)**

Application  
**EP 02252713 A 20020417**

Priority  
JP 2001324768 A 20011023

Abstract (en)  
There are provided a drawing device and an information processing apparatus which are capable of reading out texture data from a memory at a high speed. A storage circuit (1b) stores respective information items of each of texture pixels constituting the texture data and at least one texture pixel in a vicinity of the each of the texture pixels, in a continuously-accessible region thereof. An address calculation circuit (1a) calculates, based on texture coordinates corresponding to each pixel of the polygons, an address where a corresponding set of the information items are stored. A readout circuit (1c) reads out the corresponding set of the information items from the address calculated by the address calculation circuit. A synthesis circuit (1d) synthesizes the corresponding set of the information items read out by the readout circuit. A drawing circuit (1e) draws, based on texture pixel information synthesized by the synthesis circuit, a corresponding pixel of the polygons. <IMAGE>

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IPC 8 full level  
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